



**We've hit 100%+ funding**

## **Announcement video on Twitter**

(<https://x.com/KianBroseYT/status/1865216271840657429>)

Note: The goal is the BARE MINIMUM for a viable possibility of winning.

## **Lawsuit Video Accompanying Document**

This document was created to be released alongside the video to serve the following purposes:

- Add additional context around some points that were not explained in depth due to aiming to make the video as entertaining as possible for a higher chance of it getting a bigger reach.
- Add sources to statements that were made where possible (excluding instances of Non Disclosure Agreement providers that wish to remain anonymous for obvious reasons).
- Clarify questions that weren't brought up in the video, whether that be due to my personal ignorance or failure to properly clarify in the video itself.
  - There will be a Q&A section at the bottom of this document that will be amended any time a question that was not addressed comes up.
  - Feel free to reach out to me at any time on the following platforms. I will answer everything to the best of my ability, however there are some things that I am unable to answer such as where I got some information from (such as Non Disclosure Agreements) to protect the sources that wished to remain anonymous, but as long as it doesn't go against the wishes of the sources anything goes; truth doesn't mind being questioned, but a lie does not like being challenged.
  - Discord: @KianBrose

- Email: [kianbrose@gmail.com](mailto:kianbrose@gmail.com) or [kianbrose@proton.me](mailto:kianbrose@proton.me)
- Element Matrix: [@kianbrose](https://matrix.org) (Note: This is on the matrix.org homeserver & not a self hosted instance. The full identifier with the homeserver is [@kianbrose:matrix.org](https://matrix.org))
- Signal: kian.11
- I've seen mention online of this document containing lots of "irrelevant" information, and if that's how you wish to take it sure; it's the full context and sources behind everything. Again, if there's anything I did not answer message me.

## Video Chapters

00:00 Introduction  
 00:11 Why I got beef with Mojang  
 01:05 Coping with reality  
 01:48 Demanding answers  
 03:06 The investigation begins  
 03:34 Europe > US  
 03:52 The first email  
 04:09 "Specific prohibitions"  
 04:29 Hiding information from the public, act 1  
 04:52 Europe enters the chat  
 05:29 Confirmation of unlawful behaviour  
 06:25 Mojang ignoring the problem  
 07:02 The EULA update  
 07:40 Refusal to notify  
 08:04 Attempting to fix the problem through backlash  
 08:19 The cover up  
 09:10 It got worse  
 09:22 Crates & Keys  
 09:48 Hiding information from the public & lying in the contract, act 2  
 09:55 The consequences  
 10:31 Swedish regulations  
 10:51 Anticompetitive practices  
 11:07 The Lawsuit  
 11:24 Seeking Justice  
 11:38 European Charter of Fundamental Rights  
 12:07 The legal aid institution  
 12:45 The 100 hours  
 13:26 The oversight bodies  
 13:37 The consumer protection agency  
 13:54 The Swedish national board of consumer complaints  
 14:11 The system has failed

# Video Points

Keep in mind that points that aren't covered in the video will not contain clarifications in this section, those are located right after it in the Q&A section.

- 0:08 We need to go back to December of 2022
  - On the 27th of February 2023, I released a video where I programmed guns into Minecraft. This project was a completely random impulsive idea I had which I began to code and edit back in early December / late November 2022. The initial idea was to just make one video and be done with it, but after talking to players that used to play on the same old server I used to play on back in 2013 I had the idea of continuing the project into a full blown multiplayer version that could mimic the good old days. In other words this is the origin of the conflict.



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- 0:11 Minecraft is a game where anyone can add anything
  - In Minecraft, it is possible to program things that are not originally in the game like new monsters, objects, blocks etc through the use of "mods" (aka modded versions of the game). These have been a thing since the inception of Minecraft.
- 0:18 Old server called MC-War that unfortunately shut down
  - This refers to the original version that the project took its inspiration from and tried to re-create that was [released back in 2013](#). It was later acquired by the Minecraft Brawl network which subsequently shut down later.
- 0:31 Only one day after posting the release date
  - Original tweet made by the McWar twitter account:  
[https://x.com/McWar\\_Official/status/1663138114720657412](https://x.com/McWar_Official/status/1663138114720657412)
  - One day later, this was posted stating the enforcement:  
<https://x.com/TheMisterEpicYT/status/1663425278851559424>
- 0:58 Thousands of dollars spent on marketing
  - The twitter gold checkmark when originally launched gave accounts that had it a MASSIVE boost in exposure and success, skyrocketing the chances of the project succeeding at launch which was very important as it's a type of game that depends on having stable player counts. Its price was originally 1000\$ a month (which seems like a very large sum, but as very passionate & nostalgic gamers

(referring to plural since at this point in the project several members that played the old 2013 server contributed to the project) we deemed to be a valid enough investment which did result in tweets getting thousands of views, lots of followers etc etc.)

- You can verify that we did in fact have a gold checkmark by checking [the wayback machine for the @McWar Official account](#).
- Also I refuse to call it X.
- 1:06 All servers that contained guns basically entered panic mode and formed a group
  - Although Mojang enforcement's email wasn't directly aimed or sent to me / us (referring to any project that contained firearms), its implications are a direct attack to what we are and wanted to do as it essentially means we all have to shut down to comply with the new directive. A ton of server owners gathered together in a private discord group to share replies, emails, think of a course of action etc, raising point & questions to try to reason with Mojang about why enforcing the removal of guns does not make sense, and loosening it up to a degree that would have some types of guns be allowed. There are 42 owners in this private discussion group as of writing this document.
- 1:15 How come servers that have had firearms for well over a decade have never had any issues but are suddenly prohibited
  - Having guns / firearms in some way shape or form has basically always been a thing in Minecraft. Some of the biggest servers like Hypixel (getting over 40000 daily players) have also had it for years and it didn't make any sense to simply forbid it like this out of the blue.
- 1:24 Why is it okay for Mojang's own Marketplace where they get a cut of every sale, to have guns when we don't get to have them
  - The Mojang Marketplace catalog can be seen here: <https://www.minecraft.net/en-us/catalog>
  - These are official add-ons / modifications to the Bedrock edition of the game that can be bought on Minecraft's official marketplace run by Mojang (where they get a 30% cut of every sale)
  - The add ons provided in the marketplace have tens of thousands of purchases and at this point in the timeline matched the definition of a gun/firearm, if we aren't allowed to have these why can they have it?
    - After changing their minds on definitions later, this ended up being because they "didn't feel gun like" due to them being "FaNtAsY BIAsteRs"
- 1:30 What do they mean by "guns and weapons" and "suitable for children"
  - Under the first mail, they reference that the new directive is due to a reinterpretation of the meaning of "Adult Content" in the Minecraft Usage Guidelines (a subset of the End User License Agreement) which itself contains the definitions of adult content as {suitable for children and minors (ie. no gambling,

pornography, etc.) and don't harm the brand.}. This did not make sense for two reasons

- 1. There are TONS of games that are aimed at children and minors that have firearms in them, so under a common interpretation of “suitable for children and minors” it cannot be reasonably expected that digital in-game firearms would qualify as adult content, few examples of that provided in the video.
- 2. They mention “weapons” which can be MANY things, such as swords, bows, axes etc, all of which are in the base game created by them which according to this initial email would also be forbidden. They really didn't have any kind of oversight when writing & sending these out if they can afford to make massive mistakes like this.
- 1:38 Explosive crossbows
  - A crossbow is treated as a type of firearm under many jurisdictions such as the ones mentioned in the websites.
- NOTICE: Full emails related to the gun enforcement case are available on GTM's website where they documented all replies with full email headers etc.  
<https://grandtheftmc.net/threads/mojang-strikes-again.17292/>
- 1:46 To which Mojang after conveniently ignoring half these points
  - It could be argued that they indirectly answered the points through the statement “and other weapons such as blasters, lasers, etc. are not directly linked with a real-life firearm”, but this does not answer our core concerns.
    - What exactly differentiates a “blaster” from a “real life weapon” where do you draw the line? At which point does a “real life weapon” become a blaster? Some of us had hundreds of firearms in the game that require paying artists to retexture them for it to qualify as a “blaster”, but without a CLEAR answer as to exactly where the line is drawn, it is unreasonable to start that entire process. It is not unreasonable to want to have these points clearly defined.
    - They didn't address why they suddenly decided to enforce this after decades of never being a problem or causing any issues.
- 2:29 6 Months is how long it took them to reply
  - The time span between them saying that their “key decision makers are on holidays” (June 13 2023) and hearing back (December 20 2023) is 6 months. During this time span they sneakily updated the Eula without reaching out to us at all and leaving us on hold, a real dick move as them updating the eula clearly means the people in charge were there to vet it, which is its entire section in the video.
- 2:36 You can't really justify investing into development or marketing

- If your entire project's existence is based off of having firearms as a core gameplay element, them being forbidden is the same as the project dying. The wait meant that it made no sense for anyone to invest anything into the projects, effectively killing them slowly as they could all just be shut down at a whim if Mojang decides to just forbid it entirely when the key decision makers are back from vacation.
- 2:50 But we will be changing our minds later ...
  - The context that was missed here is that prior to us receiving their response on the "not final" clauses (which again, is the middle part of the video), they sneakily updated the EULA without telling anyone. This change became a huge PR disaster for Mojang as i broadcasted their dick move to everyone, causing the community to get very angry and publicly shame them which hit news outlets and got lots of people mad. Since this happened right before we received this reply, they had to be VERY careful of what they say since anything they say can and will be used against them, mostly by me, and cause another wave of PR disaster. Since I had been investigating Mojang's behaviour in the background while waiting for their key figured to stop having suspiciously long holidays, I knew based on all factual evidence that they are an extremely shady company that have an extremely lengthy history of unlawful enforcements and have zero confidence in them not changing their minds once things settle down.
- 3:19 Eula / Terms of service / Clickwrap agreement
  - There's no fathomable way you don't know what these are or have never heard of them, it's essentially a different name for the same thing. It is a legally binding agreement (aka contract) that comes attached to EVERYTHING you sign up for / buy that determines how you are allowed to use it, rules etc, warranty and so on.
- 3:34 Unlike some third world countries like the United States
  - Some angry people here will argue that the United States is a first world country, but let's be honest here, if your country gets to the point where consumer protections and rights can be "waived away" by having waivers and forced arbitration (aka you aren't allowed to sue us), on top of problems like
    - having citizens beg for an ambulance not to be called since it would bankrupt them for life from medical fees
      - the entire out of control insurance epidemic
    - being able to tie up a legal process (basically) indefinitely as long as you have enough money to do so
    - be able to "judge shop", aka choose which judge will be the one to hear a case which leads to corruption and extremely biased results by filing the case in as specific state in a special way

- force the young generations to enter a lifetime of crippling debt to feed into the student loan conglomerates for an education that in no way is that costly and is all profit in the hands of unregulated loan sharks
  - having a government that increases the funding of privately owned institutions like harvard, mit etc by over 4000% over the past decades while not even having a 10% increase in enrollments, at that point it's a hedge fund that offers classes, socialize the losses privatize the profits amiright
- having a system that makes it possible for companies to lobby the government into taking decisions that directly go against the benefit of its citizens, like how tax filing software companies (ex. TurboTax) force the government to hide the taxes they know you owe them, so that citizens have to calculate it themselves and resort to paying software companies to do it for them for no reason
- have such badly regulated food standards that it can barely be considered humanly edible by european standards
- allow for privately run jails to run rampant which incentivizes keeping inmates locked up for as long as possible so the government has to pay them for it
- make people believe that 401k plans are a good idea when in reality that's just the government no longer making itself responsible for paying out retirement
- and so on, you are not a first world country.
- A notable example of this (among many (like how roblox wanted a case to be dismissed when they were caught removing paid items from players's inventories due to the daughter agreeing to the ToS which waived the right to sue, but ended up losing that case since the daughter was deemed to be too young to understand what she was signing, but even then it's pathetic that it had to get to that kind of justification for a waiver to be invalid)) is how Disney recently wanted to deny a lawsuit case in court about wrongful death at one of their resorts due to the Disney+ subscription that was purchased years prior having a waiver that waives the right to sue them in court, this shouldn't even be passable as a joke in Europe.

#### Firstworldcountry

- 3:46 We are supposed to have competent governments that have things like consumer protection laws & contract law
  - Yes, I am aware that the United States have these as well, but they are a complete and utter joke compared to the European ones due to how they can be waived away, refer to point above.
- 4:02 Mojang Brand Guidelines

- In several portions of the EULA & MUG (Minecraft Usage Guidelines), their “brand” is mentioned. In their email communications to us they specifically name one of the three reasons firearms are prohibited as “Brand Guidelines”. When investigating these however, Google appears to still have records of a brand guideline existing at some point in time, but it has been removed since then. In other words they referred to brand guidelines that no longer exist.
- 4:15 It hasn’t been updated at all since April of 2020
  - Refer to the wayback machine if you want to verify that this statement is accurate.
  - **NOTE: IN THE NEW EULA UPDATE ON THE 2ND OF AUGUST, THEY REMOVED ANY KIND OF STATEMENT INDICATING THE LAST MODIFICATION TO REDUCE TRANSPARENCY FOR CONSUMERS EVEN FURTHER.**
  - They specifically stated in their email communications that the directive was “new” and “recent”, indicating that it should have been appended to the actual contract.
- 4:40 Only known to Mojang
  - \*And technically anyone that they deem to be violating these hidden rules, but someone could unknowingly spend months on a project with firearms while reading the rules that are publicly available and not know that these hidden directives exist, thinking what they do is okay & putting thousands of hours into it, only to then learn about it once it’s “too late”. In other words it’s only possible for “regular people” to know these once you actually “break” them.
- 4:48 Which they have, three times
  - First: Guns & Weapons prohibited
  - Second: Guns & Firearms prohibited, weapons are ok
  - Third: Guns & Firearms prohibited per se but okay under certain broad circumstances
- 4:54 Now you might be asking what the problem is since at the end they did tell us what we need to do to comply
  - While this statement could be true, as someone that is directly in the position of being attacked by Mojang, based on everything I have seen, investigated etc & historic data on how Mojang has behaved for the past decade, it is safe to say that they cannot be trusted at all on their words, anything they say should be interpreted under the worst possible interpretation as that is how they will interpret it in practice, and the project itself is as good as lost since the direction Mojang is taking leads to firearms being completely banned. The only reason they ended up being “somewhat lenient” is due to the massive PR disaster they faced which they had to act carefully on at the time.
- 5:03 Any by looking just a little bit in Europe’s website



- While every country has its own version of consumer protection laws and contract laws, I refer specifically to the ones that apply to European member states such as Sweden, where Mojang is based.
- Contracts must be fair, transparent and cannot have unfair terms (+ all of the points displayed)
  - [https://europa.eu/youreurope/business/dealing-with-customers/consumer-contracts-guarantees/consumer-contracts/index\\_en.htm](https://europa.eu/youreurope/business/dealing-with-customers/consumer-contracts-guarantees/consumer-contracts/index_en.htm)
- 5:31 After contacting the European Union's Legal Advisors
  - Any European citizen can contact Europe's legal advice website [youreurope](https://youreurope.eu/) to get "free, personalised advice on your EU rights in a real situation" through "legal experts from the European Citizen Action Service (ECAS) operating under contract with the European Commission. This team is made up of more than 55 independent lawyers familiar with both EU law and national laws in all EU countries.
  - The letter I sent can be viewed [here](#).
  - Their response can be seen [here](#). In which they essentially confirmed what I investigated, what Mojang has been doing does not fly in the EU.
- 5:57 Because all the time and resources I put into my project have essentially gone to shit
  - As addressed in point 4:54, having investigated and witnessed Mojang's enforcement from a historical standpoint, any kind of trust or faith in them has been completely lost and they should be treated as an entity that is out to get you especially once they've had their sights on you, makes no sense to continue when them shutting you down is an inevitability.
- 6:08 Contra proferentem
  - If something is loosely worded, it should be interpreted in court in a way that disfavors the ones that wrote it, aka Mojang. In other words I get to choose how loosely worded things are interpreted based on what benefits me.
  - <https://www.investopedia.com/terms/c/contra-proferentem-rule.asp>
- 6:30 I simply expected Mojang to not be assholes and be reasonable
  - It should not be unreasonable to expect a company to take a decision that benefits the community instead of outright ignoring any kind of outcry
- 6:37 Sending it to media outlets and news sources
  - So basically here the idea was, I am expecting Mojang to be a reasonable company, I'll simply tell the world through any means I have of what they're doing, how it's bad to get them to realize that their community is against it and change it so all is well with the world; this created a wave of media attention getting millions of views which they ignored.
- 7:02 On the 2nd of August, Mojang did the worst thing they've ever done
  - In this scenario, I'm talking worst in the sense of how blatantly they are disregarding the law with how everything was executed.

- One of the members in the firearm group coincidentally found [the blog post](#) by [accident](#) that mentions the upgrade in a few paragraphs.
- This “blog post” on a blog that nobody reads, let’s be honest, blogs are a thing of the past, is the ONLY “official” text by Mojang that mentions the EULA being updated. They never notified any of its users / customers via email, notice, pop up etc about said changes, the only reason we discovered it early is due to the gun group members actively investigating Mojang.
- 7:28 Companies are required to notify of changes
  - This falls under the “transparency” section of contract law & consumer protection.
- 7:50 We reserve the right to change our minds at any time
  - I fully agree with the notion that this is their game and intellectual property, it is within their full right to modify its terms and what is and isn’t allowed. Where the line is drawn is how they do these changes & modifications that must be done in a way that complies with contract law and consumer protection laws in terms of how it’s formatted, ambiguous / loose wording and transparency.
- 8:01 After analyzing the contract and putting all the shitty parts together
  - At this point it wasn’t about the guns, it was about Mojang fucking over every single customer they had, so I went over the full updated legal document, compiled a list of every single point within it that undermines the collective interests of the community and sent it forward to everyone once again, this time garnering WAY more attention than before as this wasn’t a problem that only affects gun servers anymore, but a problem that affects EVERYONE. It got tens of millions of views of coverage across platforms.
- 8:24 A handful of creators were reached out to by Mojang and given a heads up, attached were answers and guidance to help clear up the confusion.
  - At the time I was unaware of this happening as I obviously would not be part of the “group of important people” that was reached out to. I was contacted during the research phase of this document and provided clarifications on what actually happened behind the scenes during this huge wave of negative PR for Mojang.
  - They reached out to several large Minecraft Youtube creators that would be likely to cover the topic on their channels to give them clarifications to some of the points that I broadcast into the world to “calm them down” and make the situation not seem as bad as it was to reduce the risk of them making their own content that would fuel the fire even more. These were clarifications that should have, by law, been appended to the contract itself, just like these hidden clauses.
  - This discord group was not only composed of “popular media figures” though, but also other important members of the community with vested interests in these clarifications such as server owners and official Minecraft Partners (it is unclear

whether some of these specific members are officially part of the Minecraft Partnership program as some do not specify).

- Every single participant in this private discord group was forced to sign a Non Disclosure Agreement that forbids them from disclosing information that they were told within that group (albeit with some freedoms of paraphrasing some of the clarifications which again, have to be in the contract by law).
- 9:15 In the EULA, they state twice that gambling... is forbidden
  - Refer to this document: <https://www.minecraft.net/en-us/usage-guidelines>
  - Verbatim “Do not do anything that would harm or damage our name, brand, or assets (for example: gambling, pornography, violence, terrorism, or other unsafe/mature content)”
- 9:24 Crates and crate keys
  - A Minecraft Server refers to a project run by one or more individuals that players can connect to and play on together.
  - These servers often (not always in the rare event someone is benevolent and simply wants to run the server for fun) have shops that offer things that players can buy within the server itself. This can be anything from ranks that lets players have extra homes, have special items (pay to win of course, although this isn't a “problem” as long as you don't have to gamble for it) etc. The problem here stems from most stores having “crates” and “keys” (as in keys to open crates, so they are essentially the same thing) which players gamble on casino-style to *maybe* get something good.
- 9:51 Separate list of hidden terms
  - Just like in the gun case, there is a separate list of hidden terms that allows gambling to happen. However, if you are one of the weird ones that are reading this document or actually paused and read what it said in the video & know more context about the kinds of items you can get in the crates, you will also realize that even though these hidden clauses exist, Mojang does not enforce them properly at all.
  - Getting these hidden terms for gambling was a real pain in the ass. Since just like in the gun case, the only way to get these is by actually breaking them, only servers that had gambling would have access to this information; and it's not really in their best interest to share this kind of information with someone making a video that essentially aims to have their gambling source of revenue removed. Thankfully, I contacted someone that had gambling on their server but had since shut down and he was willing to provide me with the original Mojang Enforcement emails with these gambling clarifications AND other hidden terms that once again, aren't actually in the contract. [View it here.](#)
- 9:58 Thousands of children getting gambling addiction

- This is a known fact. There exists dozens of channels on YouTube that are dedicated to shutting down these gambling servers through exploits that devalue their crates such as [DuperTrooper](#) & [HorizonMC](#) where every single video, hundreds of comments about how gambling messed up these viewers as children can be seen.
- To obtain these testimonials, I didn't want to abuse my closeness to them and instead [put out a discord announcement in my own community asking for people to come forward](#) if they were personally affected by it, where I was honestly surprised by the sheer amount of responses especially considering how I'm not even in the Minecraft niche.
- All participants remained anonymous where "Im sorry but I don't really feel comfortable actually speaking these problems out loud." was a common occurrence which makes sense as it is a sensitive topic that is hard to talk about.
- Furthermore, a topic I forgot to mention in the video is how several instances of Servers faking their own win rates have been recorded by youtubers that are dedicated to "duplicating" (creating multiple copies of) crates & keys to then open an obscene amount of them; in other words it's not just allowing gambling, but completely unregulated gambling.
- One point I completely forgot to mention in the video because it completely skipped my mind is that Mojang's [official server list](#) (run through one of their authorized partners) has also been confirmed to promote / display servers with gambling in them, such as Penguin.GG, one of the servers displayed in the video.
- 10:35 Our own government and gambling institutions have some of the strictest laws in the world
  - In Sweden, all gambling is regulated by [Spelinspektionen](#), where the kind of gambling that takes place in these servers matches the definitions provided by them on their website.
  - Furthermore, I reached out to them asking about gambling within an online context where I was told that virtual goods also apply, being given a specific example of "skinsbetting" or "skinsgambling" where gambling occurs in relation to skins. [Mail1](#) [Mail2](#).
  - They also state that they do not provide a license for this type of gambling and that it is illegal to do so in Sweden without a license.
  - A good observation here would be that it is technically not Mojang providing the gambling, and you would be correct in saying that. Mojang itself on the surface appears to prohibit gambling by stating that it is forbidden under the adult content clauses, the issue here lies from the fact that they are fully, undeniably aware that gambling is happening and have a separate set of clauses that contradict their gambling prohibition, which means they are directly facilitating gambling for minors and lying in a contract. One question you may have is "How

do you know that Mojang is aware of the problem?”. The thing is, when Mojang blocks servers due to enforcements, all of these blocks are publicly known through trackers like [this twitter account dedicated to doing just that](#). Using this information, on top of leaked email addresses like the ones I was provided, we know for a fact that every single server that Mojang has ever blocked has been manually reviewed by Mojang. Historically, there have been loads of servers that have rampant gambling that have been mass reported (mostly thanks to YouTubers like HorizonMC and DuperTrooper bringing attention to it) which have been blocked by Mojang, manually reviewed, **and then unblocked as enforcement found no further issues**, in other words Mojang is fully aware of the rampant gambling on top of them not enforcing their own hidden gambling rules properly.

- 10:42 Requiring BankID authentication to buy a scratch off ticket
  - The only lottery tickets allowed in Sweden due to the extremely heavy regulation are state run “Triss” through “Svenska Spel”, the state funded gambling company. Any kind of gambling no matter the kind, from lottery tickets etc require you to be 18 years or older, enforced through mandatory identification which in 90%+ of cases is BankID, an application that authenticates you as a person that every single Swedish Citizen has, basically like a digital ID card, although other identification can be used (BankID is just very convenient and is used to access literally everything like banks etc).
- 10:50 And trust me there’s so much more
  - Honorable mentions:
    - Hidden clauses for items and ranks
    - Hidden clauses for store descriptions
    - Hidden clauses for requiring servers to have publicly available contact information
    - Hidden clauses related to “competitive” servers
    - Making quotes the fuck up on the spot as if they were quoting something that was in the actual contract
  - This video and what happened to me with the guns was not their first rodeo doing this, they’ve been pulling this shit for over a decade.
- 10:55 Like how they’re currently forcing developers onto their own marketplace where they charge extremely exorbitant fees for no reason
  - Here although I did not elaborate in the video as it was getting repetitive at this point, I will clarify within this document.
  - I am specifically referring to the Minecraft Bedrock version of the game.
  - There are essentially two versions of Minecraft, Java and Bedrock. The original one that came out in 2011 was Java, but after Microsoft acquired Mojang and consequently Minecraft, they began development on an alternative version called

Bedrock that completely overhauls the engine in a more efficient programming language (C++ I believe).

- In Java, enthusiasts have lots of ways to modify the game due to the community developments over the decade like mods, plugins, datapacks etc, but on Bedrock Mojang implemented something called the “Minecraft Marketplace” which is an official feature inside of the game where you can pay Mojang to get “DLC’s” created by the community, something which does not exist in Java.
- In other words Bedrock has its own marketplace where anyone can create their own add ons and sell them just like an app in an app store, where Mojang takes a huge 30% cut.
- The conflict I refer to in the video is specifically anticompetitive practices which will require some additional context.
- As you may or may not already be familiar with if you are into legal conflicts, Apple has had quite a turbulent history with regulators, lawsuits and fines. Two of these cases are as follows:
  - Apple V Epic Games: Epic Games and their game Fortnite wanted to sell their in game DLC’s without having to go through Apple’s payment gateways to avoid their unreasonable 30%+ fees for every transaction; because of this, they got banned from the app store and it resulted in a year long legal battle which resulted in the EU forcing Apple to allow app store developers to offer third party payment options to monetize their creations on the app store without having to go through Apple's exorbitant fees. Similarly, this is directly related to numerous other legal battles regarding sideloading and how Apple makes it as difficult as possible to “sideload” (download) applications from places other than the App Store to enforce its monopoly, aka anticompetitive practices.
  - Apple V Spotify: Similarly to the case above, there was a lawsuit about apps being forbidden from advertising that clients could get cheaper prices by buying things outside of the App Store ecosystem directly from the vendors themselves.
- While the overwhelming majority of games create their own content that they sell in their shops as in app purchases, Mojang does not produce its own content (less than 1% of it) and instead relies on independent creators to produce add ons for its marketplace. In other words, the Marketplace is an App Store within the game downloaded from an App Store (app store-ception).
- If I as an independent creator wanted to sell my own modification to the game, I used to be able to use PDB files to hook into the game application and modify the game as I wish without having to rely on the developer (Mojang) to have its own proprietary api that has limitations on what can be modified, in other words a superior modding experience. However, in a dick move Mojang removed PDB files

from the bedrock edition (whereas the Java alternative which is called an obfuscation map, remained untouched) while claiming it was for “security” in what essentially kills modding that relied on the existence of these PDB files. Now any critical thinking here would make it obvious that the reason they did this is to limit the ability to mod the game outside of “official methods”, aka their exclusive marketplace add ons which line their pockets with exorbitant fees, ensuring their monopoly by purging the alternatives. This is further proven by the fact that the PDB file Java equivalents have not been removed. Why one asks? Because Java has no Marketplace and there is no need for them to do a monopolistic move there. Thankfully there’s a group of degenerates (I call them degenerates because of the ungodly amount of work they are doing) that manually map the PDB files to keep modding alive in Bedrock, which offers the only alternative outside of the official marketplace (which is consequently why I added the little “tried to block” in the video when talking about how they are trying to block the possibility of sideloading things from third party providers).

- However, outside of the removal of these PDB files, it turns out that Mojang is engaging in some anticompetitive practices within their own marketplace as well.
- When someone develops an add-on for the marketplace, it is done in a proprietary format that has no “real syntax” as a regular programming language like C++, Java, Python and so on. These add ons are programmed sort of like a JSON file with proprietary syntax that is entirely dependent on documentation provided by Mojang, meaning that if such documentation is not available you would not know how to use it since you either A) don’t know the feature you’re looking for exists or B) don’t know how to use it due to it lacking documentation and there being no code autocomplete.
- Normally, when someone develops an add-on they can upload it as an .mcaddon file anywhere on the web OR directly on the marketplace if they wish to monetize it, it’s their choice. HOWEVER, after talking with bedrock developers I discovered that there’s a set of hidden features and its corresponding documentation that is locked behind a series of Non Disclosure Agreements which then force its signees from only being allowed to distribute their add ons containing said feature on the marketplace exclusively, binding them to the 30% cut. In other words, if you don’t submit to this, you are kept away from features and documentation that ensure that people that side with Mojang and their fees have a competitive advantage.
- While it’s normally hard to even know that this even exists especially since it’s locked behind Non Disclosure Agreements, [Mojang’s official director of partnerships](#) publicly [said in a tweet](#) that “We never require creators to have exclusive deals with the Marketplace”, which according to the information collected by several sources locked behind these NDA’s is a lie. But he would know if he was lying, since he said “I make the rules.” of course (this was sarcastic, he is

probably lying knowing Mojang's history of lying and contempt for the law as shown in the video (the sources were uncomfortable sharing the NDA's as they are bound to them and it contains identifiable information)).

- 11:22 400\$ an hour
  - Lawyers usually provide their prices per hour without the 25% swedish moms added (moms = sales tax) which easily starts at 300-400\$ an hour
- 11:27 Underground basement filled with radioactive gas
  - This is not a joke as mentioned in the video, I live in an underground basement with barely any sunlight and an opening barely passable as a window. The levels of radioactive radon gas range from 400-550 which is the equivalent of over 800 chest xrays worth of cancer risk a year I believe? I have a huge fan to vent some of it out but yeah it's bad, landlord has to fix it but he doesn't want to and due to the housing cost pricing this basement is as affordable as it gets and moving out isn't really an option so it's either I accept the radiation or am homeless. Currently in the process of measuring the radon levels in neighbours apartments to force the landlord to do something about it as it's way beyond regularly allowable levels of radiation exposure.
- 11:45 European Charter of Fundamental Rights
  - Here I accidentally misworded this throughout the video as European Charter of HUMAN Rights which should have been FUNDAMENTAL Rights, all points still stand.
  - [Article 38: Consumer protection](#)
    - All member states like Sweden need to ensure a high level of consumer protection
  - [Article 47: Right to an effective remedy and to a fair trial](#)
    - "Legal aid shall be made available to those who lack sufficient resources in so far as such aid is necessary to ensure effective access to justice."
    - Long story short, if you're broke, if your rights guaranteed by the charter of fundamental rights have been violated, such as consumer protection, legal aid has to be provided to you to ensure access to justice.
- 11:08 Rättshjälpsmyndigheten
  - I technically said it wrong in the video where it appears that Rättshjälpsmyndigheten is responsible for making sure that the ENTIRE charter is complied with based on how I worded it, but based on the little correction I added in the video I meant SPECIFICALLY Article 47, right to an effective remedy and a fair trial.
- 12:14 100 hours of work
  - Excerpt from Europe's website for the member state sweden  
[https://e-justice.europa.eu/37129/EN/legal\\_aid?SWEDEN&member=1](https://e-justice.europa.eu/37129/EN/legal_aid?SWEDEN&member=1)



- Excerpt from the legal aid institution in Swedish  
<https://www.domstol.se/amnen/rattshjalp/for-dig-som-ar-rattshjelpsbitrade/regler-kring-rattshjalp/>
- 12:30 Rätthjälpstaxa
  - While the information about lawyers being forced to reduce their hourly rate is not technically *hidden* from the website, it is there just through a convoluted set of links that are not obvious at first try, the only way I learnt about it is when one of the legal firms I talked to told me about it.
  - They are forced to reduce their hourly rates to:
    - 1 531 kr (with F-tax) [~USD\$139]
    - 1 165 kr (without F-tax) [~USD\$106]
  - <https://www.domstol.se/om-sveriges-domstolar/for-dig-som-aktor-i-domstol/stod-for-aktorer-i-domstol/rattshjalp-och-taxor/om-timkostnadsnormen-och-taxorna/>
    - Under Översikt ersättningssysteme>Rättshjälpsbiträde
  - In the video I mention that out of the hundreds of lawyers, the overwhelming majority of lawyers I contacted refused to take the case. In reality it was essentially every single one of them except one. One of the problems while reaching out to hundreds of lawyers was that the only way to reasonably find them is through a website called Advokatsamfundet that lists all qualified lawyers (as in ones that passed the exam to be legally called a lawyer). While that may not sound like a problem at first, the issue is that there is no filter whatsoever that indicates whether a lawyer is willing to accept clients that require legal aid, which 99% of them didn't! The legal firms also don't really display that on their website either!
  - So after sending out hundreds of emails, outside of getting straight up ignored, told, "we don't work with legal aid", the realization quickly came that it is impossible to get proper representation with the legal aid pricing limitations as any qualified lawyer simply refuses to accept a case for that price, making it impossible to find fair representation.
- 12:45 This case is so complex that it would way overshoot the 100 hours that were mentioned on the website.
  - Both the [European Union's website on the Swedish partner state](#) and [Sweden's rätthjälpsmyndigheten website](#) state that you can get 100 hours of assistance & more if necessary, the problem in my case is that legal aid is often used in smaller disputes that tend to be resolved quickly, but against a billion dollar corporation and with a problem on this scale it would most definitely exceed 100 hours.
  - Normally, this shouldn't be a problem as it clearly states on both websites that extensions can be provided & that it's their duty to ensure access to justice where necessary as per Article 47, however when actually inquiring about it I was met

with a reality that completely differs from what was displayed on both websites: the 100 hours are fixed and any kind of extension applicable to my case is essentially impossible.

- (On a side note, one question you may have is why the email response I received was in English, and that is simply due to me being more comfortable with legal terminology and these kinds of formal topics in English & since it was an option I contacted them as such)
- So at that point I have to either get the 100 hours of help and then quit / go bankrupt, or represent myself completely alone which is just a complete failure on the system.
- 13:04 They admitted that the 100 hours
  - The full email thread to this response [can be seen here](#).
  - Not only are the spelling mistakes atrocious, but they refuse to answer my clear questions that are in line with what they are mandated to do as per the European Charter of Fundamental Rights, instead throwing me away to a Union and denying me access to seek a remedy in a reasonable way.
- 13:29 These two institutions that are supposed to oversee that other government institutions do their jobs properly
  - Since the legal aid institution hadn't done their job properly, I had to complain to the institutions that oversee that other government institutions do their jobs properly, aka follow the law properly.
  - JO
    - The first one of these is called Riksdagens Ombudsmän (shorthand JO, no clue where the J comes from) which according to [the state's website describing them](#) is "an institution that anyone can turn to if they believe a government institution/authority has treated them incorrectly."
      - {Riksdagens ombudsmän kallas också för Justitieombudsmannen, JO. Till JO kan alla vända sig som tycker att en myndighet har behandlat dem felaktigt.}
    - They further clarify that "JO investigates if institutions follow laws and regulations, in other words whether the handling of cases have been done correctly and whether individual citizens have been treated correctly."
      - {JO granskar om myndigheter och enskilda tjänstemän följer lagar och förordningar, det vill säga om det har gått rätt till vid handläggningen av olika ärenden och om enskilda medborgare behandlats på ett korrekt sätt.}
    - And again, to stress how it was their job to do something about this, "JO is a part of the state's power management. The ability to control how the government and the authorities perform their duties is one of JO's most important tasks."

- {JO är en del av riksdagens kontrollmakt. Att kontrollera hur regeringen och myndigheterna sköter sitt arbete är en av riksdagens viktigaste uppgifter. Mer om Justitieombudsmannen
- In other words, this institution should have seen that the legal aid institution's violations of Article 47, improper handling of the case through general refusal to answer questions properly & wanting me to go to a Union instead of performing their job is something they have to investigate and correct. However, [in their reply](#) they dismissed everything as "what has emerged does not give us a reason to go through with the report", refusing to elaborate on "what has emerged" that makes it okay for the legal aid institution to behave as they did and deny access to justice through ignoring Article 47; in other words, while not explicitly stating the reason, they do not believe that non compliance with the european charter of fundamental rights is a "good enough reason" to investigate. Shameful.
- JK
  - [Justitetskanslern](#) (Chancellor of Justice in english) is a similar agency to JO that also has oversight over government institutions to make sure they follow the law. Some specific definitions from multiple sources are as follows:
    - "JK is an authority whose purpose is to ensure that other authorities comply with Sweden's laws and other constitutions." [Source](#)
    - "The Chancellor of Justice's task is to monitor, on behalf of the government, that the authorities, their officials and lawyers fulfill their duties in accordance with applicable laws & regulations." [Source](#)
    - "The Chancellor of Justice, like the Riksdag's Ombudsmen (JO), supervises authorities and their officials. The purpose of the supervision is to ensure that laws and other constitutions are complied with." [Source](#)
    - In other words, it is fully within their scope of work to ensure that the charter of fundamental rights, a set of legal regulations for any member states, are complied with. In practice, [they replied that](#) "The chancellor of justice has a limited scope of work and will not investigate your report.", refusing to address why this was not within their scope of work when it literally is.
    - One question that may arise is why they believed that this is not within their scope of work. In [the document that they appended to the reply](#), the only fathomable point that could indicate the answer is point 6 "The report is examined or has been examined by JO", where JK refrains from reviewing complaints that have already been examined by JO. Again, it is

completely retarded and a failure from transparency for them to not specify how this was not within their scope of work.

- 13:41 Sweden's consumer protection agency, [Konsumentverket](#)
  - Konsumentverket is supposed to represent you if "the case is determined to be of importance to how law is applied within certain areas" and "the case affects a large amount of consumers".
    - [Source: The consumer protection agency's page for representation](#)
    - {att tvisten bedöms ha betydelse för hur lagen tillämpas inom ett särskilt område}
    - {att tvisten berör ett stort antal konsumenter}
  - Now obviously as apparent in the video, this specific case is of direct importance to how law is applied within certain areas, in this case digital contracts, as they are becoming more and more important through the digitalization of everything.
  - Furthermore, we know full well that the US has very shitty to borderline non-existent consumer protections that can be waived away without consequence, and knowing that the company that owns Mojang is Microsoft, a monopolistic corporation that has a huge history of anti-consumer behaviours and fully takes advantage of their ability to remove any kind of rights consumers have, they most definitely had a say in making Mojang's contracts as restrictive as possible with complete contempt for European laws and regulations.
  - This case is THE case that should set the precedent for how digital contracts have to be regulated and enforced in the European Union & Sweden.
  - As for the second point, that it affects a large number of consumers, it is estimated that since its release, Minecraft has recorded worldwide sales of over 300 000 000 units. ([Source](#)) So that's quite the large number of consumers!!! However the implication of allowing a company to completely ignore consumer protection laws and contract law like this is something that affects every single citizen in the European Union as it may lead to other companies (which it sort of already does) engaging in similar unlawful activities.
  - In [their reply](#), they state that "In your case, the consumer protection agency KO determines that representation cannot be provided. This is because representation in this case cannot be expected to lead to an outcome that is of importance to law enforcement" so yeah, they failed miserably.
- 13:59 Apparently when I entered this contract when I was 12 years old
  - ARN is Sweden's general complaints board and "an authority that hears disputes between consumers and companies" [Source](#)
  - In [their reply](#), they state that "It appears that Kian, when he entered the contract with Mojang, did not mainly act as a consumer. The board will therefore dismiss the case, which means it has been denied and will not be tried (in court).

- Det framgår att Kian Bröse Brito – när han ingick det aktuella avtalet med Mojang – inte i huvudsak agerat i egenskap av konsument. Nämnden ska därför avvisa ärendet, vilket innebär att ärendet avslutas utan att tvisten prövas (25 §).
- So I bought this game on the 17th of March 2012, when I was exactly 9 years old (checked my receipts after recording) so a lot younger than 12. When purchasing the game, at that point is when you are bound to this contract that comes attached to the game as it requires you to check the little “I agree” when purchasing, aka a clickwrap agreement. In other words, I entered this contract with Mojang when I was 9 years old.
- Now, they claim that when I entered this contract I did not do so acting as a consumer, SO WHAT THE FUCK DID 9 YEAR OLD ME ACT AS? A CORPORATION????????????? WHAT ARE THEY SMOKING????
- 14:20 And Article 47 of the charter of human (fundamental) rights has been violated by the entire country of Sweden
  - As it stands, I have exhausted every possible reasonable means for trying to access justice by every institution that should have done something about this in Sweden, to which they all failed spectacularly. In other words, Article 47 that stipulates that everyone whose rights are guaranteed has the right to an effective remedy and the ability to seek justice has been violated by my entire country.
  - Unfortunately at this point the next thing to contact when the entire country has failed is the European Court of Human Rights (ECtHR), but unfortunately they take 7 years or more to process a case and I’m not keen on waiting as I’ve already fought for this to an unreasonable extent.
  - **There currently exists no way for me as a Swedish citizen in a country within the European union to seek out or access justice for a right that should have been guaranteed to me by both European and Swedish consumer protection laws and contract laws.**

## Afterthoughts

This really isn’t how I thought the video would end, I really thought for a moment that Sweden, being a European country where Europe is known to “stick it” to corporate overlords, would have a way for me to access justice.

While I initially planned on just giving up after releasing this video, after showing a draft to a couple of friends I was encouraged to give the community a chance to try and participate in holding Mojang accountable for their actions through crowdfunding, so I recorded an additional section and will be giving it a try. Whether the crowdfunding actually works or not is anyone’s guess, I’m honestly not feeling too optimistic about the video even performing well in the first place and/or getting the reach of other content I make, but at the end of the day it is what it is. I

felt like it was my duty to give it one last try for good measure, it's the least I can do after coming this far.

## Q&A section

- Why are you / were you still pissed at Mojang after they technically allowed guns to continue existing in the “not final” email?
  - After doing more in depth research than anyone ever before into their shady dealings, I can confidently say that I have zero trust or faith that they will behave benevolently, any resources put into it have been lost and putting more into a project that will inevitably be shut down by them once they change their minds is a dumb choice.
- What were you originally looking to sue for?
  - I initially wanted to seek damages for the time I lost & money spent during the entire development & inception phase of the project due to being unaware of the existence of the hidden contractual clauses that resulted in me being unable to make an informed economic decision as a consumer to start the project in the first place.
- Was the project I created made by me?
  - Yes, I created the project a few months prior to the gun video releasing on my channel (the original one before the giveaway video) as a personal passion project in my free time for myself.
- If the only problem is the case going beyond 100 hours, why don't you try to have it resolved anyways within the 100 hours and quit once it appears to go beyond it before you go bankrupt?
  - I really wish it was this simple, but the way the system is made to work I cannot simply stop a case mid way once it has begun whenever I feel like it, on top of it definitely going over 100 hours as simply reviewing the information and looking up relevant legislation would already take at least two full days.
- Did you ever try talking to Mojang directly to tell them about them breaking european consumer protection laws?
  - Yes. They ghosted me.
- Why were some of the email responses to Swedish institutions in English?
  - I am much more well versed in legal jargon in English than I am in Swedish, so when institutions give the option to respond & be contacted in English, I write in English.
- Why did you decide to start a crowdfunding project in the end?
  - While in the final review phase of the video, friends that saw it commented that it would be a good idea to at least try getting this solved through crowdfunding since I've already come this far and they sincerely believe that it could work out. I

figured that it's true, I am the only person to ever go to this extent to have Mojang held accountable for their actions and am most likely the only person that will ever come this close to having things resolved. Should the crowdfunded project make it possible to acquire funding, I would be able to initiate Class Action Lawsuit proceedings on behalf of the community for every issue that was brought up in the video which resulted in people suffering some kind of damage.

- When contacting lawyers, did you not know they did not work with clients that required legal aid?
  - Unfortunately not. There are essentially two ways to find lawyers, google & Advokatsamfundet (Sweden's registry of lawyers). My process was to find any lawyer that had experience within the field of contract law and then wait for an answer once describing the case and context shown in the video, but 99% of times, the lawyer's websites did not contain information about them not accepting clients with legal aid (on top of most lawyers not even having a website in the first place). There is presently no way to "filter" lawyers that accept legal aid through Advokatsamfundet which has dramatically increased the difficulty in finding representation.
- How do you know that Mojang won't fix this / why are you so confident in saying that Mojang is a terrible company?
  - They have a lengthy history of behaving as shown in the video with hiding contractual clauses going all the way back to 2014. The gun case and gambling clauses were not the only ones that are hidden at all, there are plenty more where those came from like clauses for "competitive servers", "pay to win items" and so on which again, all have to be present in the contract by law but aren't because Mojang doesn't give a shit and has nobody to hold them accountable.
  - Furthermore, they have a perfect track record of ignoring any and all outcries from the community anytime they do something that goes against the interests of literally everyone.
- Why did you not get one of those lawyers that are free?
  - This is called a contingency lawyer, a special type of lawyer that does not take payment upfront and instead takes a percentage of the settlement as a payment. While I really wish this was available, unfortunately they are illegal under Swedish regulations.
  - I have been informed that it may be possible to obtain representation from contingency lawyers from other European countries where they are not outlawed. There also appears to exist some kind of company type that offers funding for legal cases as a form of loan that functions similarly to contingency lawyers where they recover their "investment" from resulting settlements so long as they deem the case winnable after performing risk analysis.

- These options popped up while I was receiving lots of information after posting the video. They will be investigated and every reasonable option will be looked into prior to choosing legal representation so that it can be done in a way that aligns with the cause and has the highest likelihood of success. Full transparency will be present throughout the entire process and you are free to check in on the discord server where updates are posted.
- What's up with the radioactive basement?
  - Basically, around a year ago my uncle was diagnosed with lung cancer, then coincidentally I've been working on a video where I lose weight which implies going to the gym a lot. During the gym, most of the time is spent resting between sets, and during one of those sets I got curious about possible causes of lung cancer since my uncle had never smoked before. So during that set break, I discovered radon gas is the second leading cause of lung cancer after smoking. Never heard of it, looked into it. Turns out that all soil (rocks, dirt, foundation of buildings etc) have a miniscule amount of radioactive uranium atoms that upon decay release radon gas which under normal circumstances isn't a problem except for places with really bad ventilation such as basements, and like, I live in a basement. So I bought a detector and I had 400-550BQ/m<sup>3</sup> which for those who know radon scalings is *bad*. The problem here lies with that fixing it requires my landlord to actually do something about it, which he doesn't want to do because it costs money. So I have to either move out of the only affordable basement in the area because anything outside of this would cost me double the rent, or accept a lil bit of radiation. What I'm doing in the mean time is having a huge industrial fan vent air in from the outside which is a huge inconvenience in winter since I'm fucking freezing and have to wear a coat indoors. I've lent the detector to the neighbours in multiple floors of the building I'm in to detect how much they have as well to then, together, demand to have it fixed.
- Is the entire contract invalidated because of the loose terms & ambiguous wording?
  - No, as per one of the final paragraphs in the european commission's legal advice emails:
    - {The contract term which is found to be unfair is not binding on the consumer and will be declared null and void by a court. The consumer contract which contains an unfair contract term will continue to bind the parties if it can continue to exist without the terms which are deemed unfair. For instance, if the contract term which establishes the place of the competent court in case of dispute is declared unfair, this will typically not affect the validity of the contract as a whole, so the remaining contract will continue to exist without the unfair term .}



- In other words, this does not affect the validity of the ENTIRE contract, but only voids the specific sections and terms which have been found to be unfair to consumers, so long as the contract can continue to exist without the terms which are deemed unfair.
- There's been talks of the Mojang EULA and MUG being “standard tos practices”
  - While the way the contract is formulated may be passable in some parts of the world, based on European consumer protection rights it isn't at least within European territory. Contracts must be clearly formulated and cannot have misleading omissions.
- What exactly is the lawsuit about?
  - I'm currently seeing lots of misinformation online stating that I'm suing to reclaim my personal losses. As outlined above this is not the case, I accept that anything related to my project is considered lost financially and cannot be recovered as I've been rejected by the government. I am now personally just another victim of enforcement of clauses that don't exist on the contract due to misleading immission.
  - This is now not a regular lawsuit, but a collective class action lawsuit on behalf of the community to correct the contracts that bind consumers that play the game.
- Why did you go on a tangent about the American legal system?
  - As there was a section in the video where I briefly hinted towards the US being a third world country, the document outlines the reasoning behind the statement. If people believe I should've omitted the reasoning that's up to them. Objectively speaking it's undeniable that the consumer protection landscape in the US is really sub par when compared to the ones in Europe, mainly due to waivers and forced arbitration (which were the two main things behind the “can write anything into a contract” point due to consumers waiving away most of their rights in a country that doesn't have a proper system to prevent that from happening that benefits the consumer.)
- Something doesn't feel right
  - I've seen lots of talks on Twitter and Reddit about “something not being right”, and while it's totally understandable to be extremely sceptical about this situation as nothing close has ever happened in the history of gaming (where its community rallies behind a cause to this extent, this quickly), feel absolutely free to look up European consumer protection laws and confirm for yourself that contractual clauses must be clear to consumers. “Standard TOS” practices that may be passable in the United States are not enforceable in European courts. If you are European feel free to contact legal experts (for free, as in this is a service provided without cost to European consumers) from the European Citizen Action Service operating under contract with the European Commission through [this page on Europe's website](#).

- Isn't Mojang owned by Microsoft, an American company?
  - Correct, in 2014 Mojang was acquired by Microsoft for about USD\$2.5 billion. This has unfortunately led some people to believe that the game only has to comply with American laws which is simply not the case. Any service/ product that sells / operates within a specific territory must follow the laws of that territory. In other words, Mojang's digital contracts must follow European consumer protection laws within all countries that take part in the European Union. If they wish to have separate versions of these agreements for other territories they are fully in their right to do so, they can even still have waivers and forced arbitration within US territory, but consumers in the EU are protected from these practices. Any clause that does not comply with local laws will be unenforceable in court.
  - While Microsoft is likely to assist Mojang through funding of lawyers, this is a fight against Mojang, a Swedish Corporation, where US laws don't apply.
- Mojang owns Minecraft, they can do what they want with it
  - I fully agree and never said otherwise. Minecraft is Mojang's intellectual property and it is within their full legal right to choose how the game is played & it's subsequent rules so long as the rules are compliant with laws in the EU in regards to consumer contracts. This includes clauses like transparency for the duty to notify affected parties when changes occur.
- What will happen with the remaining funds if they haven't all been used by the time it's won?
  - In the event that we win and there are remaining funds that have not been used, they will be proportionally returned to donors in a shareholder like structure (IE it's not divided equally between donors but proportionally based on the amount donated so it')

**More Q&A's will be appended as I receive questions through any of the channels mentioned above.**